# The Castles of Burgundy: Châteauma

*by John Albertson, Nick Shaw, and Dávid Turczi*

## Components

- 1 double-sided Châteauma duchy board (#35-36)
- 9 county cards (marked 1-9)
- 8 alternate county cards
  for the "Vineyards" expansion (marked 10-17)
- 1 double-sided Châteauma player aid

## Overview

This game mode adds a virtual opponent called the Châteauma, which simulates an additional player. This means you can play Castles of Burgundy solo against just the Châteauma, or add the Châteauma to a 2 - or 3-player game for extra competition. The Châteauma is considered a regular player for the player count for purposes of setup.

The Châteauma simulates a human opponent by collecting hex tiles, selling goods, gaining bonus tiles, and purchasing black depot tiles. It does this using county cards. Each county card shows which hex tiles the Châteauma will collect and when it will sell goods. County cards score victory points in a similar way to completing the area of one color.

In these rules “you”/”your” refers to the human player(s), while “Châteauma”, or “it” refers to the automated opponent.

## Setup

When setting up the game, apply the changes in the steps below:

**1.** Choose the game board per the required player count, including the Châteauma as a player.

**5.** Make sure to keep 1 of each goods tile type to one side, as you will need these to set up the Châteauma's board in step 7.

**7.** One set of player-colored components will be used by the Châteauma (although it will only require 1 of the dice). The Châteauma will not use a normal player board, but instead will use its own duchy board (marked with ♟).

### SET UP THE CHÂTEAUMA’S BOARD:

A. Place the Châteauma's duchy board (side with the 35 number face-up) near the main board.

B. Choose the Châteauma's scoring and difficulty level (Gateway, Midweight, Heavy) and the corresponding number of difficulty modifiers. For the first game it is recommended to play on the Midweight difficulty level and without any difficulty modifiers. To learn more about difficulty modifiers and difficulty levels see page 26.

C. Shuffle the nine county cards with numbers 1-9 (cards 10-17 are used when playing with the "Vineyards" expansion). Reveal one card at a time until you draw one with a castle (burgundy) space on it. Place that card face up beneath the 1-4 slot.

D. Shuffle the eight remaining county cards, including ones drawn and not used in the previous step, and place the deck face down beneath the leftmost card slot on its duchy board. Draw the top card and place it face-up beneath the 5-6 slot.

E. Place a castle tile on the castle space of the card beneath the “1-4” slot.

F. Place one goods tile of each type on each matching-numbered goods space on its duchy board.

G. Place 1 silver coin on the silver coin space on its duchy board.

H. The Châteauma does not need starting workers, as it does not use them.

Set up your player board(s) as in the base game rules.

**9.** The game begins with you as the starting player. When playing with more than 1 human player, roll the dice to determine the starting player. The Châteauma is always the last player.

### GENERAL RULES CHANGES FOR THE CHÂTEAUMA

- The Châteauma does not gain or use workers.
- The Châteauma uses a special area called the “Reserve” (see page 23).
- The Châteauma ignores the effects from monastery tiles (it will instead score 4VP points for each of them at the end of the game).
- The Châteauma may have multiple copies of the same building on its county cards and on its duchy board.
- The Châteauma does not complete colored areas on its duchy like a player - it instead completes county cards.

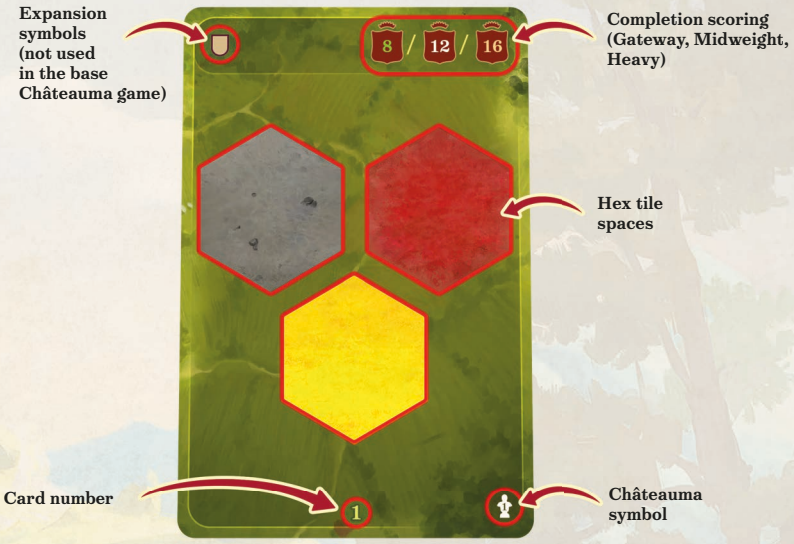
# CHÂTEAUMA Components Overview

## THE CHÂTEAUMA'S BOARD

### The Reserve

The reserve is a special area on the Châteauma's board. It is used to store tiles claimed as bonuses and bought from the black depot. Such tiles are the source of hex tiles for the Châteauma when it cannot find a needed tile on the game board. The reserve may have multiple tiles of the same type (buildings, mines, castles, etc.). If this occurs, stack tiles of the same type on top of each other. Subsequently, when taking a tile from the reserve that contains several tiles, take the top tile.

### County Cards




## GAME PLAY

The setup phase is resolved as usual.

At the start of each round:

- Roll your dice and the white die (do not roll the Châteauma's die yet).
- Place your dice on your player board, as usual.
- Place the white die on the left space above the county card, based on the rolled value (1-4 = left-hand card, 5-6 = right-hand card). This is now referred to as the Châteauma's selected county card.
- Place a goods tile on the appropriate depot on the main board as usual, based on the result of the rolled white die.

Play in turn order as per the turn order track.

Play ***your*** turn as normal.

On the Châteauma's turn, it takes a single action, which is to **choose and place a hex tile** (as one action). This may trigger one or more of the following bonuses. Fully resolve each step, in the listed order, before moving onto the next:

1. Choosing and placing a hex tile.
2. Hex tile placement bonus.
3. County card placement bonus ("Sell goods").
4. County card completion.
5. Claiming bonus tiles.
6. Black depot purchase (if possible).

At the end of each phase, the Châteauma gains a silver coin for each face-up mine it has on its duchy and on county cards (not in the reserve), just as a player would for mines in their duchy.

# Châteauma Actions

## CHOOSING AND PLACING A HEX TILE

The Châteauma will look for a hex tile to take from the main board following the procedure below:

1. Roll the Châteauma's die and place it in the Châteauma die slot (colored space to the right of the white die).
2. Check which depot matches the Châteauma die.
3. Starting with the leftmost, topmost open space on the county card, check to see if there is a match between the tiles available in the depot and the hex type. If there is a match, go to step 4 of this procedure. If there is no match, check the next open hex space going from left to right, top to bottom of the county card until it finds a match. If it can't find any matches in the chosen depot, it looks in the next clockwise depot for a match, and so on, until it either finds a matching tile or can't find any matches.
4. If it **finds a match**, it takes the tile and places it on its selected county card. If there is more than one matching tile in the selected depot it chooses the topmost one. This may trigger a bonus (see "Benefits and Bonuses" below).
5. If it **can't find ANY match, resolve the first possible:**
   - If it has a tile matching any empty space on the selected county card (starting from the topmost left one) in the reserve area of its board, it places that tile and triggers the usual bonuses.
   - If it has any wild hex tiles (see below) it places one such tile from the reserve onto the leftmost and topmost open space.

     *Note: This does not trigger the tile placement bonus (but may trigger a "sell goods" or "extra turn" action).*
   - If there are no wild hex tiles in the reserve, it picks the first available tile from the black depot (the leftmost one, starting from the topmost row) and places it face down (as a wild type) on a wild space in the reserve (not on the selected county card). This does not trigger the tile placement bonus.
   - If there are no tiles remaining in the black depot, the Châteauma gains 2 silver.

## BENEFITS AND BONUSES

### 1. Tile Placement

If the Châteauma places a tile **on the county card**, it gains the benefit depending on the type of the tile as described below:

- **Castle:** The Châteauma takes a bonus "Choosing a hex tile" action, except using the white die to select a starting depot. If the Châteauma completed the chosen county card just before triggering this bonus, it will try placing this bonus hex on its other county card if it can. If it can't place there either, it takes a "Sell goods" action instead of taking the bonus hex.
- **Buildings:** The Châteauma may have multiple copies of the same building on a single county card. Depending on the placed building type the Châteauma uses the following effect:
  - **Bank:** It gains 2 silver coins.
  - **Boarding house:** It scores 2 victory points.
  - **Carpenter's workshop:** It takes a building tile from a depot that matches the value on the white die (then clockwise), and places it in the **Reserve** area on the building tile space. If there are more than one matching tiles in the selected depot it chooses the topmost one. If there are no building tiles on the board, it skips this bonus.
  - **Church:** It takes a castle tile from a depot that matches the value on the white die (then clockwise), and places it in the **reserve** area on the corresponding tile space. If there are no castle tiles on the board, resolve this effect for a mine tile. If there are no castle and mine tiles on the board, resolve this effect for the monastery tile. If there are no castles, mines, or monastery tiles on the board, it skips this bonus.
  - **Market:** It takes a ship tile from a depot that matches the value on the white die (then clockwise), and places it in the **reserve** area on the corresponding tile space. If there are no ship tiles on the board, resolve this effect for a livestock tile. If there are no ship or livestock tiles, it skips this bonus.
  - **Town hall:** If it has any tiles in its **reserve** area that matches any of the empty spaces on either of its county cards (prioritizing the currently selected one), it immediately moves one to a county card (triggering any tile placement bonuses as usual), choosing whichever type it has most of in reserve (leftmost if tied). If a tile is not available, it skips this bonus.
  - **Warehouse:** It sells goods - see *Selling goods* on page 25.
  - **Watchtower:** It immediately scores 4 victory points.

- **Livestock:** Score the tile in the normal way, but based on any matching livestock tile type that the Châteauma has on its county cards and duchy, but not in its reserve.
  *Example: If the Châteauma already has 2 livestock tiles with sheep (on county cards or duchy) and places a new livestock tile with sheep onto a county card, it scores the victory points for total sheep across all 3 of the sheep tiles it has.*
- **Ship:** The Châteauma takes goods from the depot which has the most goods in it, placing them in the respective goods storage spaces on its duchy. If there is a tie, it takes goods from the first tied depot clockwise from the white die's value. Then, whether it takes goods or not, it moves its turn order marker forward on the turn order track.

**2. County Card Placement Bonuses**
The basic Châteauma rules have only one type of placement bonus - "Selling goods". An additional placement bonus symbol is added when playing with the Vineyards expansion (for playing with the vineyards expansion see page 27).

Check if hex tiles that the Châteauma placed on its county card during this turn covered one or more sell goods symbols ( ). The Châteauma will try to perform the "Selling goods" bonus action, as described below.

**3. County Card Completion**
If the Châteauma has now completed one (or possibly both) of its county cards, it scores victory points based on the card's printed value and your chosen difficulty level. Three tiers of scoring are shown on the county cards for difficulty: Gateway (left-hand value), Midweight (middle value), and Heavy (right-hand value).

Then, move all the hexes from the completed county card (or cards) onto the matching colored spaces on the Châteauma's duchy. Place the hex tiles in the topmost, lefmost space available. If the Châteauma's duchy already has all the matching colored spaces filled, just place the extra tiles on top of another tile of that same color. Any wild tiles on the county card are flipped over and moved to the matching colored space on the Châteauma's duchy. Do not resolve any placement bonuses during this step.

Discard the completed county card, slide the remaining card to the left if the completed card was the left-hand card, then refill the empty space with a new card from the top of the Châteauma's county card draw deck.

**4. Claiming Bonus Tiles**
After moving tiles from a completed county card onto its duchy board, if the Châteauma has now covered all of its spaces of one type, it will claim the bonus tile for that type (if still available). It takes it from the main board and places it near its duchy and then immediately scores the bonus tile victory points (based on your player count).

### PURCHASING BLACK DEPOT TILES
At the end of the Châteauma's turn, if it has **at least 2** silver coins, it will purchase a hex tile from the black depot for **2** silver coins and place the purchased tile in its reserve. The Châteauma will attempt to purchase a tile of a type it doesn't have in its reserve, prioritizing the topmost, then leftmost if tied. If multiple tiles of the same type are available in the black depot, it picks the leftmost one, starting from the topmost row.

*Note: The Châteauma may only purchase one black depot tile per turn.*

### SELLING GOODS
If any effect during the game tells the Châteauma to "Sell goods" (for example, the county cards placement bonus) it will sell goods tiles of the type that it has the most of (the ones with the lowest number if tied). It gains 1 silver coin (in total) and scores victory points per goods tile sold as in the multiplayer rules (2/3/4 VP per tile, based on your player count).

If it has no goods tiles left to sell, it skips this bonus.

## Final Scoring
You perform final scoring normally.

The Châteauma then scores:

- 4 VP for each face-up monastery (yellow) tile in its duchy or on incomplete county cards (but not including those in its Reserve).
- 1 VP for each unsold goods tile on its duchy board.
- 1 VP for each silver coin on its duchy board.
- 1 VP for each hex tile left in its reserve.
- 2 VP for each hex tile on incomplete county cards.

To win, your score must be higher than the Châteauma's. In the case of a tie, the Châteauma wins.

## Difficulty Modifiers

Difficulty can be adjusted by choosing modifiers equal to the difficulty level.

- Gateway: no modifiers
- Midweight: one modifier
- Heavy: two or more modifiers

The modifiers are:

A. The Châteauma uses duchy board number 36 (on the back of duchy board 35). When setting up the Châteauma's board, place a random unused **face-down** black depot tile in each of the following colored areas (from left to right, starting with the topmost row): 2 on buildings, 1 on livestock, 1 on ship, and 1 on monastery (the spaces marked A). This reduces the number of tiles the Châteauma needs to claim bonus tiles.

B. The Châteauma uses duchy board number 36 (on the back of duchy board 35). When setting up the Châteauma's board, place a random unused **face-up** tile matching a colored area in each of the following colored areas: 1 building, 1 mine, and 1 castle (the spaces marked B). This reduces the number of bonus tiles the Châteauma needs to claim and the mine will generate 1 silver coin at the end of each phase.

C. The Châteauma is the starting player.

D. The Châteauma uses duchy board number 36 (on the back of duchy board 35) which contains hex tile spaces with an **extra turn** placement bonus. First, the Châteauma places all its hex tiles from the completed county card into its duchy. If it places a tile on a space with a symbol, the Châteauma takes a bonus "Choosing a hex tile" action immediately, except using the white die to select a depot. The Châteauma will try placing this bonus hex on the remaining county card. If both county cards are completed, it takes a "Sell goods" action instead. Complete all extra turn bonus actions before refilling the county card.
*Note: Multiple extra turn symbols may be covered during the same turn. Resolve each separately before moving onto the next one.*

It is perfectly fine to have scoring levels of county cards different from the number of difficulty modifier cards used. If you want to play with scoring at Gateway and modifiers at Midweight, do it and have fun. Please tailor the experience to fit your level. Note, the recommended standard game is played with county cards scoring at the Midweight tier and without any modifiers.

## Support for Expansions

- Expansion hex tiles:
  - **Additional monastery tiles (#27 - #29):** When placing such monastery tiles the Châteauma ignores their effects.
  - **Crane:** When placing the crane tile, the Châteauma gains a bonus castle action (see Tile placement bonuses on page 24).
  - **Geese:** When placing the geese tile, the Châteauma scores it as if it matches whichever livestock the Châteauma has most of on its duchy and on county cards. During future placement of other livestock tiles, the Châteauma treats the geese tile as if it matches all livestock tiles.
  - **White Castles:** When placing a white castle tile, the Châteauma takes a tile from the board and places it in its reserve. The Châteauma uses the value on the white die to determine the starting depot. It looks for the tile of a type it doesn't have in its reserve, prioritizing the leftmost type if tied. If there is more than one matching tile in the selected depot, it chooses the topmost one. If no tiles are available, then it goes clockwise around the board until a tile is found. If there are no tiles remaining, it gains 1 silver.
  - **Inns:** These hex tiles are not supported in this mode. Do not use them in games with Châteauma.
- **Border Posts**
  - Some of the Châteauma's county cards have a border post symbol on them.
  - Once it has completed the second such county card, it gains the bonus of the current phase (10/8/6/4/2).
  - Once it has completed the third such county card, it takes the bonus tile for completing 3 border post connections (with 5/6/7 victory points, if still available, otherwise, one with 2/3/4 victory points if still available).
- **Trade Routes:** You can use the trade routes as in multiplayer rules, however, the Châteauma does not use the trade routes. Instead, it scores one additional victory point every time it sells goods. This bonus is per action, not per goods tile.

- **Shields:**
  - Shield #2: Remove it from the shields before setup - it is not supported in this mode.
  - Shield #6: You may copy any face-up monastery tile in the Châteuma's duchy (not including its reserve) or on county cards. You copy the ability of the monastery tiles, not the victory points that the Châteauma would score from them at the end of the game.
  - Whenever the Châteauma completes a county card, and that card has a shield symbol on it, Châteauma will take a shield from the main board starting with the depot matching the value on the white die (then clockwise). If there is more than 1 shield in the depot, choose the one with the lowest number. Then:
    - It takes such a shield and places it to the side of its board, face-down.
    - It does not use the ability of the shield, nor does it have to pay tribute for any such shields at the end of each round.
  - At the end of the game, the Châteauma scores victory points for the number of shields it has:
    - 1 = 8 VP
    - 2 = 15 VP
    - 3 = 25 VP
    - 4+ = 40 VP
- **Team Game boards -** the Châteauma does not support these boards / this play mode. Do not use them in games with Châteauma.
- **Solo Game boards -** the Châteauma does not support these boards / this play mode. Do not use them in games with Châteauma.

## Support for Vineyards Expansion

### SETUP

- General setup is the same as a normal Châteauma game, with the following changes:
  - Set your own area up with a vineyard board and with a random starting vine token as per the expansion rules.
  - The Châteauma does not need a vineyard board, but instead places vine tiles next to its duchy.
  - The Châteauma county card deck uses cards 1 & 10-17 (with double hex symbols showing on some spaces). Shuffle these cards together to create the Châteauma county card deck.
  - Use one set of 6 vine bonus tiles. Randomly choose one for yourself before creating the vine bonus tile pool. The Châteauma does not use vine bonus tiles.

**2. County Card Placement Bonuses**

This expansion introduces new county card placement bonuses marked with double hex icons on some county cards.

Whenever the Châteauma places a hex tile onto a county card space marked with a double hex ( ) symbol, it will try to perform the indicated bonus action as described below:

**Taking a double hex tile**

If the Châteauma's tile placement covers a space with a symbol shown on it, the Châteauma will try to take a double hex tile from the vineyard depot. If there are no double hex tiles in the vineyard depot, the Châteauma skips this placement bonus. Otherwise, it takes the double hex tile from the slot that matches the value on the white die. If there is no double hex tile in such a slot it will look at the next slot to the right (wrapping around to the far-left if needed), until it finds a double hex tile. The Châteauma places double hex tiles in a pile near its duchy board.

### PURCHASING BLACK DEPOT TILES

At the end of the Châteauma's turn, if it has at least 2 silver coins, instead of buying a tile from the black depot, the Châteauma will buy a double hex tile from the vineyard store (paying 2 silver coins):

- If multiple options are available (when using the 3+ player setup), it uses the white die's value to choose the space to pick from (1-2 = left, 3-4 = middle, 5-6 = right), moving to the right and looping around to the far-left, if needed.
- If it does buy a double hex tile, it places it on the pile near its duchy board.
- If there are no tiles available in the vineyard store, the Châteauma will attempt to purchase a single hex tile from the black depot, as in the regular Châteauma rules.

## Final scoring

The Châteauma scores additional victory points based on the number of double hex tiles in its pile.

| *Victory points for Châteauma's double hex tiles* | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Double hex tiles** | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13+ |
| **Victory points** | 1 | 3 | 6 | 10 | 15 | 21 | 28 | 36 | 45 | 55 | 66 | 78 | 91 |

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